

Computer Game-based Learning: Applied Game Development Made Simpler

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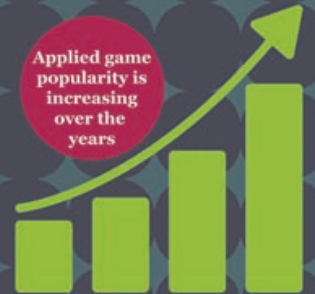
Applied Games

Applied game purposes

Entertainment
Learning



Applied game properties



2

RAGE Project

Addresses challenges of the applied game development



One of the biggest applied gaming projects in Europe involving 19 organizations from 10 countries



Offers to game developers over 30 RAGE assets with pedagogical functionalities

Offers an online ecosystem for sharing RAGE assets and promoting dialogue between stakeholders

3

RAGE Asset



A RAGE asset provides a pedagogical functionality that can be used for creating or converting existing leisure games to applied games.



RAGE assets are both scientifically validated and practically feasible.

A RAGE asset is encapsulated in a RAGE portability and reusability architecture to simplify its use with different game development platforms and other assets.



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Example RAGE Assets

Adaptation and Assessment (TwoA) asset



- Stealth assessment of player expertise and game difficulty.
- Automatic real-time adaptation of game difficulty to player expertise.

Real-time Emotion Detection from Facial Expressions



- Captures the players' facial emotional states and incorporates these as variables in games.
- Can detect happiness, sadness, surprise, fear, disgust, and anger.

RCI – Role-Play Character Integrator



Extraordinary social characters, showing emotional states and autobiographical memory, using emotional appraisal and decision-making mechanisms.

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RAGE Ecosystem



Visit the RAGE project homepage for more information about the initiative
<http://rageproject.eu/>

For advertising, sharing, and maintaining assets.

Visit OpenAIRE for scientific publications and reports from the RAGE project
<https://goo.gl/383EwT>



Offers a repository for open-source and proprietary asset.

RAGE Ecosystem

For engaging the RAGE developers and the external developers as asset publishers



Visit for more information and download links for RAGE assets
<http://rageproject.eu/exemplary-game-components-and-tools-inventory/>

For engaging the game developers and the teachers as asset users.

Watch introductory videos for the RAGE assets
<https://goo.gl/16g8eF>

